



PATENT APPLICATION  
Q64489

*Patent*  
4-9-02  
#6/a  
RECEIVED  
FORM

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of

Mitsuhira IDAKA

Appln. No.: 09/855,020

Confirmation No.: 8003

Group Art Unit: 3713

Filed: May 15, 2001

Examiner: Aaron J. Capron

For: GAME MACHINE AND NETWORK SYSTEM FOR SETTING UP GAME  
ENVIRONMENT THEREOF

AMENDMENT UNDER 37 C.F.R. § 1.111

Commissioner for Patents  
Washington, D.C. 20231

Sir:

In response to the Office Action dated January 10, 2002, please amend the above-  
identified application as follows:

IN THE CLAIMS:

Please enter the following amended claims:

- Sub. 1/1*  
*a1*
1. (Amended) A game machine comprising:  
a player identifier, which identifies a player who wants to play a game;  
a data storage, which stores personal information of a plurality of players which have  
played the game; and  
a game environment arranger, which reads out the personal information of the player  
identified by the player identifier from the data storage, and automatically sets up a game  
environment based on the personal information.